NES-UQ-USA

CAVEMAN GAMES™

INSTRUCTION MANUAL

DATA EAST®

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PRECAUTIONS

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high-precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
3) Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® (''NES'') and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

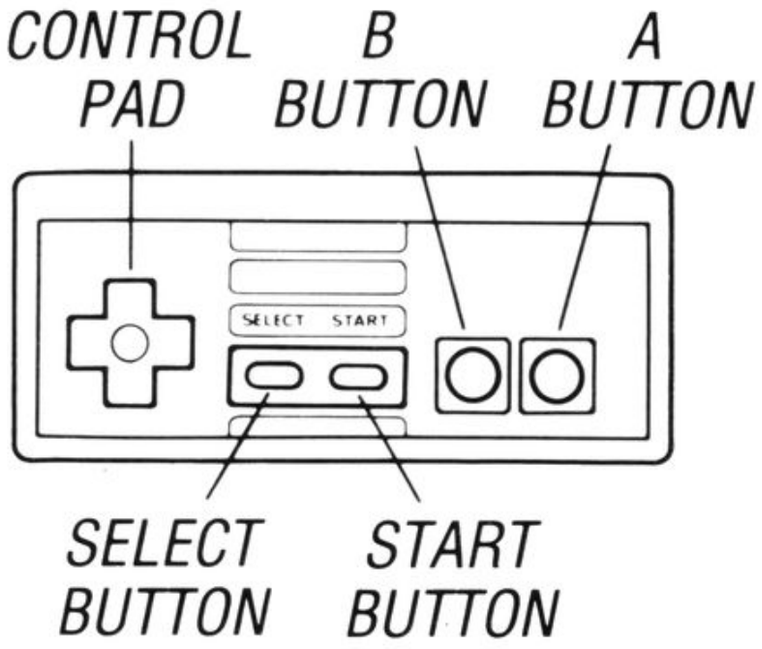
CAVEMAN GAMES™

In the dawn of time, primitive cavemen roamed the earth along with some pretty gnarly creatures. Not that cavemen weren't pretty gnarly themselves. They weren't real smart – they were actually pretty stupid. They had no sense of fashion, mostly because there were no malls to shop at. And they looked like a cross between a gorilla and the ugliest person you know.

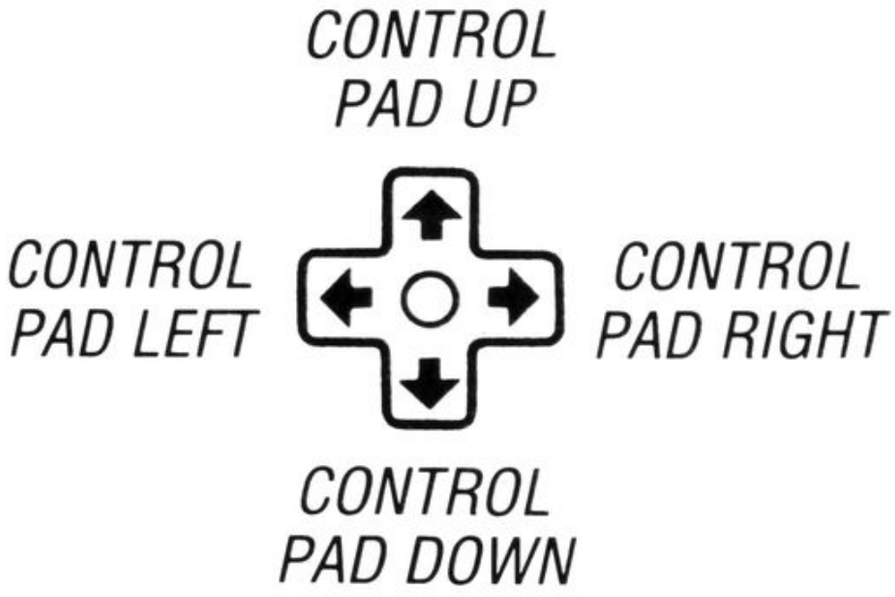
For them, survival was a full-time job. But as always, there were some party animals in the bunch. It was a rebel mob of cavemen that decided to turn the dangers of everyday life into a competition to find the best athletes of the tribe.

They called it Caveman Games. Six top cave-athletes competing in six gruelling events. It's party-time in Caveland – and you're invited.

CONTROLLER OPERATION



This manual refers to the following directions:



Gameplay instructions for each of the six different events in *Caveman Games* are detailed in "The Events" section of this manual. To work your way through the rest of the game:

CONTROL PAD: Allows you to choose on-screen options.

A BUTTON: Selects the options you choose.

B BUTTON: Used only as detailed in "The Events."

START BUTTON: Will pause the game during any event. Press it again to pick up the action where you paused it.

SELECT BUTTON: When the game is paused, you may hit the *SELECT BUTTON* to restart the event.

LET THE GAMES BEGIN

Like most pre-historic cave-dwellers, you're probably pretty anxious to get right into the games. After all, you never know when the next ice-age will hit. So here's the info you need to take on the cave-dudes of *Caveman Games:*

- Press *START BUTTON.*
- Choose the number of players. You can choose between one and six players – *CONTROL PAD UP* for two, three, four, five, or six players; *CONTROL PAD DOWN* for one player – then press *A BUTTON.*
- At the Caveman Selection screen, use the *CONTROL PAD* to highlight the caveman you want to be (cavewoman in the case of Crudla the Cruel, the first cave-babe to ever promote co-ed sports) and press *A BUTTON.* After you check out the Caveman's biography and what events he's good at, you have a choice of accepting him or going back to the Caveman Selection screen – use *CONTROL PAD UP* or *DOWN* to highlight this choice, then press *A BUTTON* to go back or to move on to the Game Options Menu. An overview of each of the six pre-historic competitors is listed in the "Those Crazy Cave-dudes" section of this manual.

GAME OPTIONS

Use the *CONTROL PAD UP* or *DOWN* to make your choice at the Game Options Menu, then press *A BUTTON* to select from these options:

PRACTICE: Allows you to practice any one of the six events as many times as you want. Use *CONTROL PAD UP* and *DOWN* then *A BUTTON* to pick the one you want to try from the Event Selection Menu. When you finish the event, you'll be asked if you want to restart that event for more practice. *CONTROL PAD UP* or *DOWN* will let you choose "Yes" (to practice it again) or "No" (to return to the Event Selection Menu).

START THE CAVEMAN GAMES: You will enter the real competition against your fellow cave-foes. Here you'll get a shot at all six events in a row – accumulating points for your performance in each, as you work your way to the title of King Cro-Magnon.

CAVES OF FAME: Lets you take a look at the Caveman Games Cave of Fame – home of the all-time records held in each event. You'll know you've made it as a studly cave-dude when your own records have taken over the Cave walls. (High scores will only save during game play.)

RESTART: Takes you back to the Opening Screen if you want to change any of the selections you've made up to this point.

THOSE CRAZY CAVE-DUDES

Each of the six cavemen has his or her own special talents. Except for Gronk and Vincent, all the others specialize in two of the six events. Gronk is a studly athlete who is great at all six events and is a good choice for most first-time players. Vincent, on the other hand, is only in the Caveman Games to try and impress Crudla – in reality he's always been the worst athlete on his rock. Choosing Vincent adds an even greater challenge to experienced players.

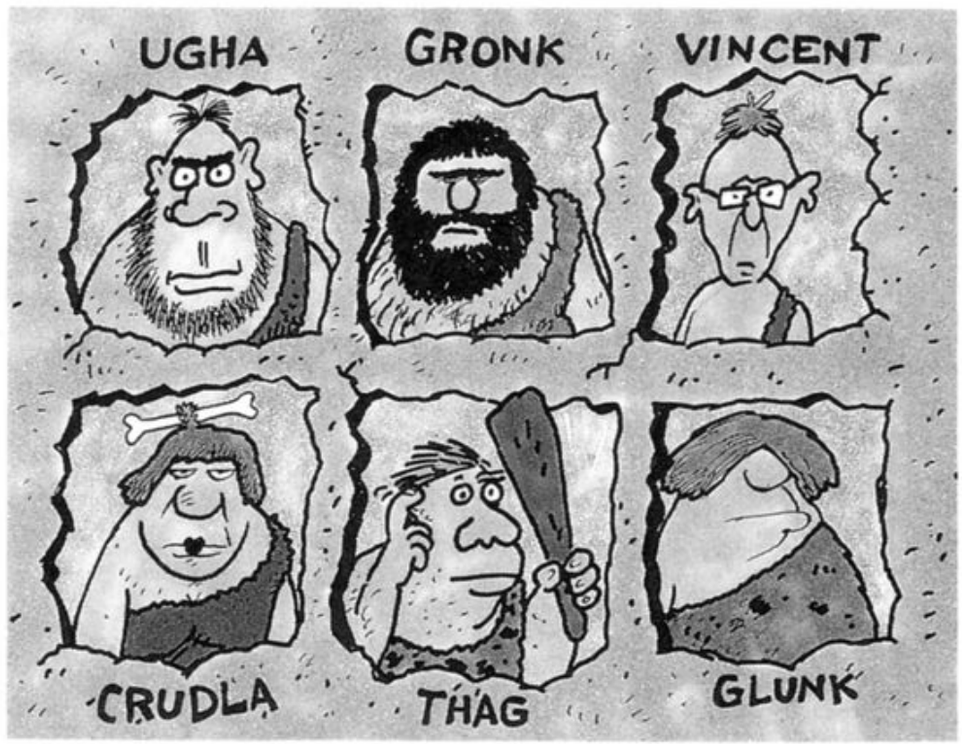
These are the other competitors' strengths:

Crudla: Saber Race and Dino Vault.

Glunk: Saber Race and Clubbing.

Thag: Mate Toss and Fire Making.

Ugha: Dino Race and Fire Making.



THE EVENTS

MATE TOSS

Crudla Says:
"Men think they so cool. I like grab 'em by feet and spin, spin, spin. Then let go. Much fun watch them fly like little tweety birds. Make world-record take teamwork. Thrower need good balance and strength. Throwee need big cushion."

Once your cave-dude takes his position in the toss circle, begin pressing the *CONTROL PAD* arrows in a counter-clockwise direction to spin your mate (first *UP*, then *LEFT*, *DOWN*, *RIGHT*, *UP*, etc.). Begin making slow circles with the *CONTROL PAD* – keeping in time with the speed of your mate on the screen. Gradually speed up the circular motion as the caveman picks up momentum. If you get out of synch, you'll hear a series of beeps to let you know to adjust your speed. Build your spin as fast as it will go then press and hold *A BUTTON* to set up the throwing angle – ideally 45 degrees, which you can judge by the gauge at the lower-right corner of the screen. Once you reach the throwing angle you desire, release *A BUTTON* to let your mate fly. If you take too long to throw your mate, the spinning

competitor will get tired and dizzy – just take a look at the anguish in his face, after all we're talkin' about a heavy mate – hurting the distance on your toss.

FIRE MAKING

Thag Says:
"Rub sticks make spark-spark. Huff 'n puff make good campfire. After win gold medal sing song and cook marshmallows. Me always burn hand holding marshmallow in fire."

Press *A BUTTON* quickly and repeatedly to rub your sticks together. The faster you rub, the faster the bar at the bottom of the screen will reach the red zone, at which point you'll begin throwing sparks onto the kindling. As sparks reach the kindling, press *CONTROL PAD DOWN* a few quick times to puff on the sparks and help them catch fire. You may need to alternate between stick-rubs and short quick puffs to get the kindling smoking. Once you see smoke, press *CONTROL PAD UP* to inhale and then *DOWN* to blow on the fire. *UP* and *DOWN* in a steady manner will ignite the fire. If you inhale or exhale too fast, you'll hyper-ventilate and become temporarily immobilized (indicated by stars over your head).

You should also know that most caveman are poor losers and don't really follow the rules – mostly because they're not smart enough to remember them. So if you want to slow down your competitor during this event, whack him or her over the head with your stick by pressing *B BUTTON* – but remember, they can hit you too. To duck, press *CONTROL PAD DOWN.*

DINO RACE

Ugha Says:
"Me best Dino jockey. Me let Dino know who boss. Before race tell Dino he no win, me make good dino-steaks for dinner. He always run good. Also whack Dino on head sometimes. Do too much. Dino gets headache. Need BIG aspirin."

After the "Go" signal (or rather the "Ugh" signal), quickly and repeatedly press *A BUTTON* to get your dino moving. Keep tapping *A BUTTON* to get him going as fast as possible. As you approach obstacles, press *B BUTTON* to jump (you'll need to press it early). If he refuses to jump, you may not have built up enough speed. Press *CONTROL PAD LEFT* to back up and try again. You may also smash your Dino on the head with your stick by pressing *CONTROL PAD RIGHT.* By hitting it over the head, your

Dino will go into "Turbo" mode and will clear hurdles on its own. But the more often you hit the Dino over the head, the more likely it is to get confused and begin running the wrong way for a moment.

SABER RACE

Glunk Says:
"Race not easy. Look front, see cactus and puddles. Look back, see hungry sabertooth chase you. Run faster. Other competitor good blocker against tiger – I throw him to tiger whenever I can. Better him cat food than me kitty litter."

At the "Ugh" signal, begin rapidly, pressing *A BUTTON* quickly and repeatedly to make the caveman run. If you stop, the caveman will stop and may end up as the kitty's tender-vittles snack. To jump over obstacles, press *B BUTTON* as you approach a cactus or puddle – you must be moving in order to jump. If you catch your opponent, press *CONTROL PAD* in any direction to throw him backward – between you and the oncoming tiger express.

CLUBBING

Gronk Says:
"Rockyville Slugger best brand club. Caveman skull only thing harder than club. Makes more fun trying to crack it – skull not club. Clubbing event also need strategy. Me trick competitor. Tell him look away . . . then BASH!"

During "Intimidation Phase" move the *CONTROL PAD* quickly in all directions to get your caveman to flail about the screen wildly. The more radical your "Intimidation Dance," the better your chances are of winning the match.

During "Clubbing Phase" move your caveman left and right by pressing *CONTROL PAD LEFT* and *RIGHT*. Additional moves are:

- *CONTROL PAD DOWN:* Duck.
- *CONTROL PAD DOWN and A BUTTON:* Knee Smash.
- *CONTROL PAD UP and A BUTTON:* Overhead Smash.
- *A BUTTON (Tap):* Face Smash.

- *A BUTTON (Hold Down):* Point in the other direction to decoy your opponent and have him momentarily look away while you clobber the poor Neanderthal bone-head.

DINO VAULT

Vincent Says:
"Only do competition so bully Gronk no call me cave-girl no more. Also want Crudla watch me in vault event – she one cave-babe! Maybe she like me when jump over big dino. Me no make it, get eaten by dino and be late for date with Crudla. Hope me make it – no like Crudla when she mad."

Press *CONTROL PAD UP* and *DOWN* to adjust the Dino's height. After selecting the height, press *A BUTTON* to begin running across the screen. Press *A BUTTON* quickly and repeatedly to increase the caveman's momentum and build speed. The power meter will gauge your speed – top speed is needed for world-class vaults. As you approach the ravine, press and hold *B BUTTON* to plant your pole. When the pole flexes to its fullest arc, release *B BUTTON* to send the caveman on his way – hopefully over the ravine and out of Rex's deadly "Snack Zone."

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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